ASSIGNMENT 5

This will be your first experiment in OpenSesame. You are going the create several variants of a Stroop Test. Each variant will constitute one block. You must first recreate the experiment that was demonstrated during the lecture by following the steps that were described in the slides.

Once you are finished with this assignment, please save the file as

`Asgn_5_<here your name>.osexp`

(*for example* `Asgn_5_vanmoorselaar.osexp`)

before submitting it to Canvas. Good luck!

Start the first inline script with:

1) First, recreate the experiment (Stroop task) that was demonstrated during the lecture by following the steps that were described in the slides. Please make sure that you don't replicate the whole experiment in one time, but that you check your experiment regularly. It is easier to discover mistakes if you check your experiment very often!

2) Add a new value to the variable *block_type* in *experimental_loop* called "nonword". In the inline script *draw_stimulus* (prepare) add another check for this value of block_type in the if-statement.

In this block, participants have to respond to the color of the word and ignore its identity again. For the word list, you can reuse the one of the neutral condition, or come up with a list of normal words yourself. To make non-words out of normal words, you are simply going to reverse them. In the previous exercise you have written a function *stringReverse2,* which you could pass a string. The function would then reverse this string and return it to you. You can copy-paste this function from your previous assignment and reuse it here, but you can also use the following statement to easily reverse a string:

```
reversedString = normalString[::-1]
```

Thus in short, for this condition you should:

1. Generate a list with words
2. Generate a list with colors (red, green, blue)
3. Randomly pick a word and a color
4. Reverse the picked word
5. Present the resulting nonword in either red, green or blue and let participants respond to this color with r, g and b respectively

Restriction: the reversed string has to be a *non-word* and is not allowed to be an existing word!

3) Add another value "categorical" to *block_type* and check for this value in the if-statement in *draw_stimulus*.

In this block, participants have to respond to the color of a word, which might or might not be associated with the word itself. For example, the word "grass" will strongly be associated with the color *green* and the word "sky" will probably strongly be associated with the color *blue*. You will have to check if the randomly picked color is associated with that of the word that will be presented, and set a variable with var. called "associated" accordingly. For example, if the word "grass" was presented in *green*, you should use

```
var.associated,"yes"
```

if the word "grass" was presented in *blue* you should use

```
var.associated,"no"
```

For word, associated color pairs you could for instance use

```
GRASS           – green
LETTUCE         – green
FOREST          - green
SKY             – blue
WATER           – blue
ICE (or COLD)   - blue
TOMATO          – red
ROSE            – red
FIRE (or HOT)   - red
```

but feel free to come up with your own!

In short, for this condition you should do the following:

1. Generate a sequence with word-associated color pairs
2. Generate a sequence with colors (red, green, blue)
3. Randomly pick a word-associated color pair
4. Randomly pick a color
5. Check if randomly picked color matches the associated color of the picked word and set the variable "associated" accordingly in var
6. Present the word in the picked color and let participants respond to this color with r, g and b respectively

There are no restrictions on color and word combinations for this block